SNS-BT-USA

INSTRUCTION BOOKLET

SUPER NINTENDO
ENTERTAINMENT SYSTEM

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO HARDWARE SYSTEM, GAME PAK OR ACCESSORY.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo product.

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Thank you for playing the Battle Clash™ Game Pak for your SUPER NINTENDO ENTERTAINMENT SYSTEM®.

Please read this instruction booklet thoroughly to ensure proper handling of your new games. Then save this booklet for future reference.

NOTE: This game can only be played with the Super NES Super Scope™ accessory.

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GARAM
SCARAB
LORCA
IVAN
ARTEMIS
SCHNEIDER
VALIUS
BARON

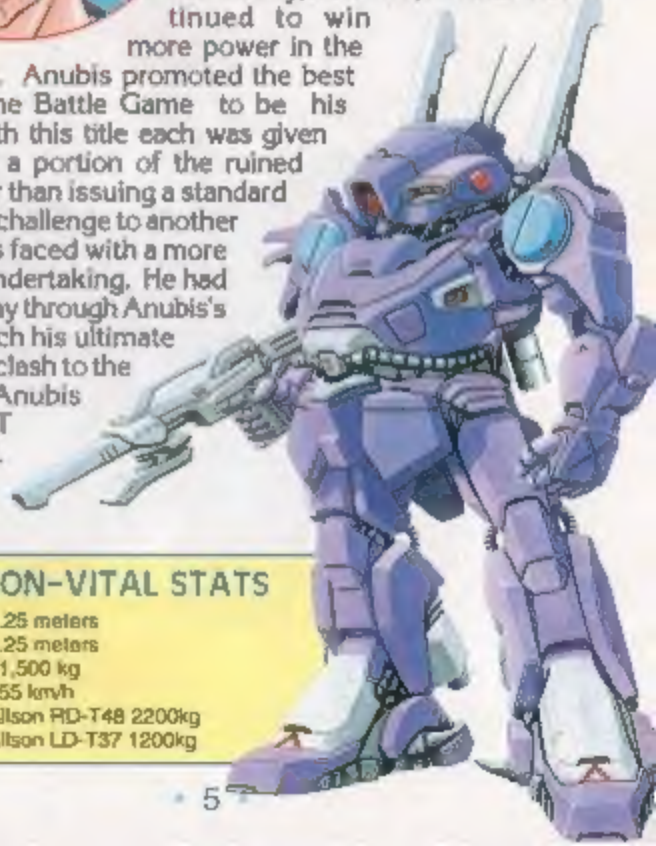
COLLAPSE OF THE 21st CENTURY

Heedless of warnings from nature and of social unrest, human society collapsed even as the 21st century ushered in a new era of technology. In the wake of riots, food shortages and crime, cities became ruins and were divided into armed camps. Natural disasters made life difficult for those who survived the collapse. Earthquakes and volcanos devastated several of the earth's great metropolises. In this world of anarchy, human life was full of violence, hatred and hopelessness. The only source of amusement for these people was the Battle Game.

The Battle Game pitted two fighters against each other in arena-like combat. For the amusement of the masses, advanced technology was twisted to create giant, armored riot suits, actually hydraulically powered humanoids, called "Standing Tanks" or STs for short. Battles between these metal monsters continued until only one combatant was left standing. Victory in the Battle Game meant power and prestige. Those who survived a loss in the arena became low class citizens and were forced to serve the winners.

But not all accepted their lots in life. Although his father had been defeated in the Battle Game, young Mike Anderson refused to live with the station forced on him by the Battle Game's codes. He was determined to seek vengeance on the fighter who had defeated his father: Anubis and his ST, THANATOS. Mike dedicated his life to learning all he could about the technology of the STs: their weapons, mechanical workings and defensive systems.

As Mike trained his mind and body, however, Anubis continued to win more power in the Battle Game. Anubis promoted the best fighters in the Battle Game to be his "Chiefs." With this title each was given control over a portion of the ruined earth. Rather than issuing a standard Battle Game challenge to another ST, Mike was faced with a more dangerous undertaking. He had to fight his way through Anubis's Chiefs to reach his ultimate goal: a battle clash to the finish with Anubis and his ST THANATOS.



ST FALCON-VITAL STATS

Height:	6.25 meters
Width:	6.25 meters
Weight:	21,500 kg
Max Speed:	155 km/h
Engine:	Allson RD-T48 2200kg
	Allson LD-T37 1200kg

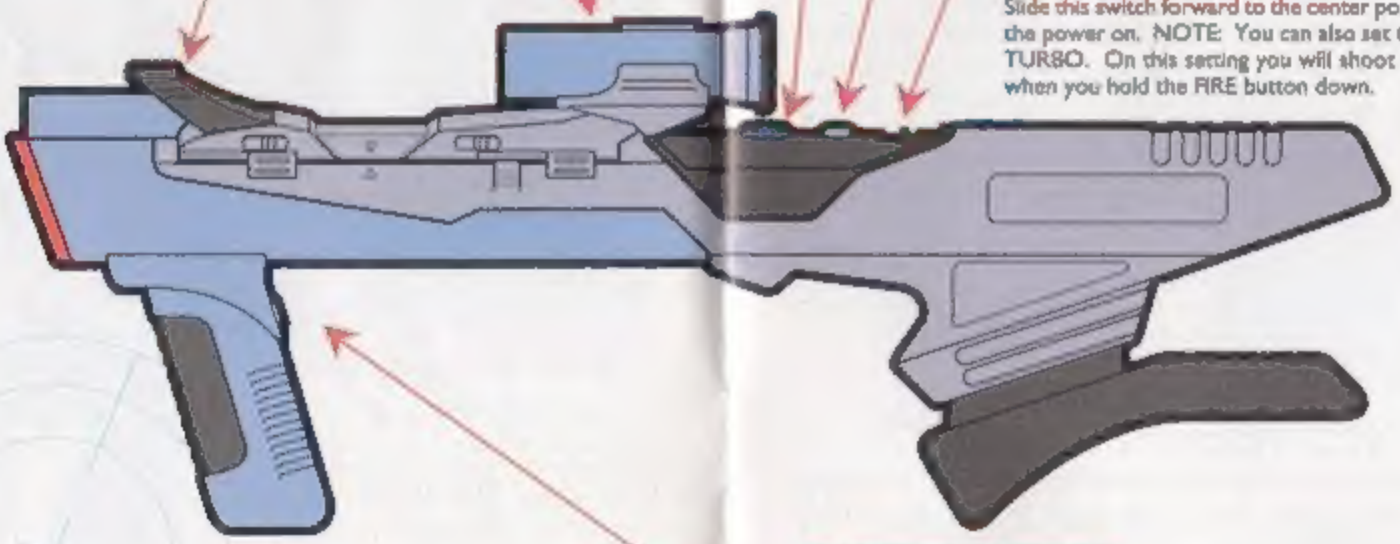
SUPER NES SUPER SCOPE CONTROL BUTTONS AND BASIC OPERATION

SIGHT TUBE

&

FRONT SIGHT

To aim, align the center of the Front Sight over your target while looking through the Sight Tube.



FIRE BUTTON

Press this button to shoot at the screen.

PAUSE BUTTON

Press the PAUSE button to interrupt game play. Press PAUSE again to resume game play. While the game is paused, you can recalibrate the Super Scope accessory.

POWER SWITCH

Slide this switch forward to the center position to turn the power on. NOTE: You can also set this switch to TURBO. On this setting you will shoot continuously when you hold the FIRE button down.

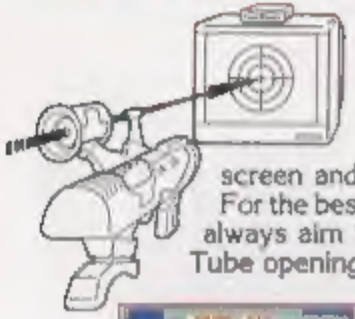
CURSOR BUTTON

In Battle Clash the CURSOR button is used to select special weapons, such as the Bomb, for use. See the appropriate section of the manual for details.

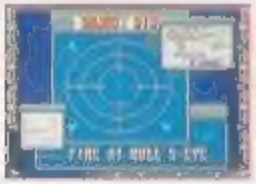
PREPARING THE SUPER SCOPE FOR PLAY

Set up your Super Scope Receiver Module as shown in the Super Scope Manual. Insert your Battle Clash game into the Super NES Control Deck and turn ON the Super NES and the Super Scope. Shoot the screen.

AIM ADJUSTMENT



Hold the Super Scope so you can see through the opening in the eyepiece Sight Tube and the Front Sight. Aim at the center of the target on the ADJUST AIM screen and shoot the center of the screen. For the best accuracy, it is important that you always aim through both the eyepiece Sight Tube opening and Front Sight tube.



After firing, a hit will be registered in the center of the target. The Super Scope is now calibrated.

After calibrating, test to make sure your scope is accurate by firing at the target again. If not, recalibrate.

RECALIBRATING THE SUPER SCOPE

If at any time your aim seems inaccurate or if you change your position during play, you should recalibrate the Super Scope. Press the Super Scope's Pause button to bring up the ADJUST AIM screen and follow the instructions above. If you do not want to adjust your aim, or when you are finished doing so, you must press the Pause button again to resume playing the game.

STARTING THE GAME & SELECTING MODES

One or two players can play. In Two Player Mode, the players will alternate and battle the same enemies. Player one uses the ST FALCON; player two uses the ST MOSQUITO.

After adjusting your aim, select 1 PLAYER or 2 PLAYER by shooting the appropriate target.

On the SELECT MODE screen, choose either TIME TRIAL or BATTLE MODE.

TIME TRIAL MODE

In Time Trial Mode, you will battle a group of STs. Your total time to defeat each group will be saved by the game until you turn the power off. This will allow you to fight each group and try to defeat it in the shortest time. The STs you will fight in the different difficulty levels are:

LOW:	**GARAM, SCARAB and LORCA**
MED:	**SCARAB, ARTEMIS and SCHNEIDER**
HIGH:	**LORCA, ARTEMIS, SCHNEIDER and IVAN**

BATTLE MODE

In Battle Mode, you take control of the ST FALCON and battle against the Chiefs of the World for a chance to fight Anubis. You must defeat all 8 of the Chiefs to reach the battle with Anubis. You will see a map of the world. On this map you will see the locations where your battles will take place. The location that is flashing is your next battle site. Shoot the screen to begin!

THE OPENING CHALLENGE

When you start the Battle Mode, your pilot will talk to your opponent. You can learn valuable clues from this conversation. Shoot the screen to continue. When the talking is over, the screen will say "READY?" Shoot the screen to start!

THE GAME SCREEN

The game screen is basically the same in both Time Trial and Battle Mode.

1. Your Energy Meter turns black as you lose energy to enemy attacks.
2. The enemy's Energy Meter tells you how much energy your foe has.
3. The record time to defeat this enemy. (Reset when power is turned OFF.)
4. During the game, you can see how long it is taking to defeat the current enemy.
5. This meter fills to indicate the amount of energy charged in your weapon.
6. This is the name of the current enemy ST.
7. This meter tracks the enemy's speed.
8. These icons tell you which special weapon you have currently selected.
9. This indicates your ST's speed.
10. This is your pilot. He will converse with the enemy during the opening challenge.

LET THE BATTLE BEGIN

The object of the Battle Game is to use your weapons to defeat your opponent. Of course, your opponent will attempt to destroy you at the same time!

FIRING YOUR LASER CANNON

Your main weapon is a laser. Each time you press the FIRE button, you will shoot a single shot. Like a machine gun, you can rapidly shoot these bolts, but this does little damage to the enemy. If you don't shoot, energy builds up in your gun and you can fire a powerful Energy Bolt!

The Weapon Power Meter is located beneath the view screen.

BOMBS AND SPECIAL ITEMS

You can also choose to use a Special Item, such as a Bomb, by pressing the Cursor button. Once you have selected the item you want to use, aim carefully and press the Fire button to use it. (See page 13 for a description of the special items. You will not have all of them at first.)

Special Weapon icons are located under the Weapon Power Meter.

DEFENSE AGAINST ENEMY ATTACKS

Each enemy has different weapons in its arsenal. You can intercept and block most types of enemy shots with a single turbo shot, but some may require additional shots. Any kind of attack can be intercepted with a fully charged blast. Block and counterattack to survive.

You should blast incoming enemy shots as soon as possible.

STAGE CLEAR OR GAME OVER

After fighting for a while, the Battle Game inevitably leaves an ST ruined, either yours or the enemy's. What happens next depends on which Game Mode you are playing.

BATTLE MODE: VICTORY

If you win the fight, your foe will lament his loss. You will then see the map screen, which shows where your next battle will take place. Shoot the screen to advance to the next enemy. The game ends when you beat THANATOS.

BATTLE MODE: DEFEAT

If you lost, or if 10 minutes pass and you have not defeated your foe, your game will be over and you will be faced with the GAME OVER screen. Make your choice by shooting at the appropriate target: SELECT, RETRY or END.

TIME TRIAL

There is no Retry in Time Trial Mode. If you fail to win, you will see the RESULTS screen with blanks in the time scores for all enemies you failed to defeat. If you defeat all the STs in the group, you will see complete results.

SPECIAL ITEMS

You can select these special items by pressing the Cursor button on the Super Scope. Once you have selected the one you want, press Fire to use it.

BOMB

The Bomb will slowly fly toward the point you aimed at. After a short time it will explode, causing a lot of damage to the enemy. You get only one Bomb per enemy.

PLASMA BOMB

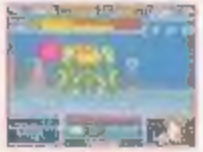
This weapon allows you to launch charged gun energy as a Bomb. Because you must charge your gun to 100% in order to use the Bomb, you cannot defend yourself while using it.

HOMING LASER

This weapon will launch a burst of laser beams directly at the enemy's body. These beams will automatically hit the enemy, but they cannot chase an enemy that is not visible on the view screen.

CURSOR

When you select this item and press Fire, you can then make an aiming cursor appear on the screen by pressing the CURSOR button. This item will only be available in certain stages.



SHIELD

This item surrounds you with an energy shield for a short time. The Shield protects you from attacks.

V-SYSTEM

This shields your ST and increases its power and speed temporarily but at the cost of most of your energy.

TIPS AND STRATEGY

Each warrior will devise his own strategy for dealing with the different foes he will meet in the Battle Game. Here are some basic tips even a beginner should know:

CHARGE YOUR WEAPON AND FIRE!

Fully charged Energy Bolts are devastating to the enemy. If you hit an enemy's body with such a shot, you can sometimes prevent it from attacking. Energy Bolts will also severely damage enemy guns.

USE TURBO SHOTS FOR DEFENSE!

Although turbo shots will not damage an enemy much, they can be useful to intercept an enemy's projectiles. Avoid taking damage and you will live longer and have a better chance of defeating your foe.

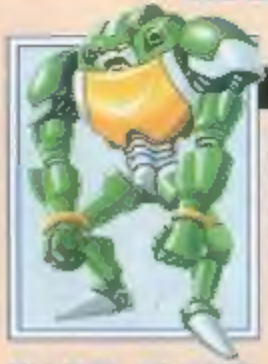
FIND THE ENEMY'S WEAK POINT!

During combat, if an enemy part flashes, that means you have scored a hit. If you just hear a metallic pinging sound, your shot is not affecting the enemy. Find the enemy's weak point and attack it!

MAKE GOOD USE OF THE BOMB!

The Bomb will inflict massive damage on most enemies. The explosion will also destroy all the enemy's bullets that are on the screen. You get only one Bomb per enemy and you can't carry unused Bombs to the next foe.

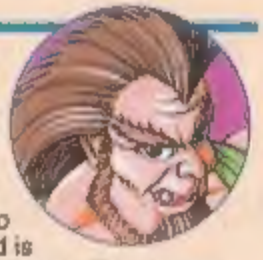
GARAM



ST VITAL STATS

Height:	7.55 meters
Width:	7.35 meters
Weight:	21,000 kg
Max. Speed:	135 km/h
Engine:	Madal GSR 1,900 kg Madal GSX 1,250 kg

PILOT: GUIDO



Guido is a powerfully built mountain man from the Rockies who runs his North American domain from his hide-out nestled in the ruins of New York City. His ST GARAM is bulky enough to comfortably fit his body and is armed with a Rocket Punch of incredible power.

SCOUTING REPORT

The ST GARAM is relatively quick despite its large, bulky body. It is difficult for this ST model to fire and move, so it is open to attack immediately before or after it attacks you. Be sure to block all of its attacks. Even small shots can be deadly if enough of them hit you. If you are confident in your shooting skill, you can try to destroy its arms and legs.

SCARAB

ST VITAL STATS

Height: 8.00 meters
Width: 7.35 meters
Weight: 98,700 kg
Max Speed: 90 km/h
Engine: Eratos F5-V 2,900 kg

PILOT: IKHNATON

Ikhnaton used military force to obtain a monopoly over the oil fields of the Middle East and proclaimed himself Pharaoh of Africa and Caliph of the Ottoman Empire. He spends much of his loot on improving his ST SCARAB. He is currently Chief of the African region.

SCOUTING REPORT

The ST SCARAB has some of the most powerful armor you will encounter. Even fully charged shots may not damage its shell. However, when it opens its front gun port to fire at you, take the opportunity to hit the machinery underneath with a fully charged laser blast. A few shots into this area will cause critical damage to SCARAB.

LORCA

ST VITAL STATS

Height: 9.4 meters
Width: 5.0 meters
Weight: 22,700 kg
Max Speed: 125 km/h
Engine: AVG Pegasus 2,330 kg•

PILOT: LORCA

Also known as "The Bard of Battle," Lorca has traveled throughout Europe, racking up victories and adding to his legend. Lorca received his nickname because of the disorienting "Battle Hymn" that his ST gives off during his Sonic Spin Attack. Many have fallen to Lorca's trickery.

SCOUTING REPORT

The ST LORCA moves very nimbly and is difficult to hit. Also, its Sonic Spin Attack has incredible power. If LORCA loses an arm or leg, however, its battle capabilities are lessened. They are not as strong as the body so aim at them first. When you hear the Battle Hymn, charge your weapon. When the Spin Attack begins, aim for the center of the body!

IVAN

ST VITAL STATS

Height: 15.72 meters
Width: 25.20 meters
Weight: 382,000 kg
Max Speed: 20 km/h
Engine: Rotarev Oval V30 2,300 PS 2,200 rpm

PILOT: ANTONOV

The resourceful construction worker Antonov found and rebuilt the Russian Army's ST manufacturing machinery into a truly terrifying ST of massive proportions. Antonov uses an old Russian aircraft carrier as the base from which he rules the Oceania region of the Earth.

SCOUTING REPORT

The gigantic ST IVAN is perhaps the largest fighting vehicle ever created. However, because of its size and primitive construction, it is slow. Your chance to damage it comes when its frontal gun bay opens to expose the weapons inside. Charge and shoot as soon as this area is open. Do not claim victory if you destroy IVAN's guns. Your fight is only half over...

ARTEMIS

ST VITAL STATS

Height: 9.32 meters
Width: 5.25 meters
Weight: 19,550 kg
Max Speed: 120 km/h
Engine: Ariel AS 1,800 kg

PILOT: TASHA

Tasha is the only woman among Thanatos's six chiefs, but she is every bit as tough as her male counterparts when inside her ST ARTEMIS. She fights to protect herself and her adopted South American people, who she rules from her citadel in the Andes mountain range.

SCOUTING REPORT

Tasha prefers a running battle down the side of a mountain as her ST ARTEMIS is equipped for aerial maneuvering. Eventually, the fight will reach the foot of the peak and then the real battle will begin. ARTEMIS makes up for lack of armor by maneuvering quickly. The primary attack method of ARTEMIS is to launch a volley of missiles. Be sure to intercept these!

BARON

ST VITAL STATS

Height: 11.40 meters
Width: 5.65 meters
Weight: 31,700 kg
Max Speed: 155 km/h
Engine: Mirage AXIS/V 2,280 kg
Mirage AXIS/5 1,250 kg

PILOT: CARLOS

Carlos is Anubis's top General and second only to his master in Battle Game skill. He carries out the edicts of Anubis from Moonbase Luna. Although his demeanor is calm and dignified, he hides a cruel and vicious streak behind his emotionless face. He is a cold-blooded fighter.

SCOUTING REPORT

The ST BARON is heavily armored and very fast. Carlos has used the most advanced technology available to improve his ST so that it is a well-balanced war machine suited to attack and defense. As with VALIUS, few have survived a fight with BARON, so little first-hand information is known about his tactics.

BARON

WARRANTY AND SERVICE INFORMATION

90-DAY LIMITED WARRANTY

HARDWARE*, ACCESSORIES, GAME PAKS ("PRODUCT")

*HARDWARE ONLY. TO EXPEDITE AUTHORIZATION OF ANY REQUIRED WARRANTY WORK, WE RECOMMEND THAT YOU COMPLETE AND RETURN YOUR WARRANTY CARD WITHIN 10 DAYS OF PURCHASE (OR RECEIPT AS A GIFT).

90-DAY LIMITED WARRANTY

Nintendo of America Inc. ("Nintendo") warrants to the original purchaser that this product shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the defective product or component part, at its option, free of charge.

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To receive this warranty service or to receive service after warranty expiration:

1. **DO NOT** return your product to the retailer.
2. Please call the **NINTENDO WORLD CLASS SERVICE®** Center Consumer Assistance Hotline at: **1-800-255-3700**. Our hours of operation are from 4:00 am to Midnight, Pacific Time, Monday through Saturday, and from 6:00 am to 7:00 pm, Pacific Time on Sundays (times subject to change). If the Nintendo Service Representative is unable to solve the problem over the telephone, you will be referred to the nearest **AUTHORIZED NINTENDO WORLD CLASS SERVICE®** Center for prompt, professional warranty service or repair and replacement components. You may also refer to your yellow pages directory under the heading of *Video Games - Service & Repair*, for the nearest location.
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